



Fort Rucker Severe Weather Siren Warning System

Tornados and Severe Weather



**TORNADO
WARNING
SIGNAL**

(.wav)

STEADY TONES ON THE POST SIREN SYSTEM

Steady Tone
on SIRENS

Pause

Steady Tone
on SIRENS

Pause

Steady Tone
on SIRENS

(Sirens will continue in this pattern until the threat to the Fort Rucker area has passed.)

**TAKE IMMEDIATE
SHELTER!**

Tune to Fort Rucker Cable Channel 6,
Fort Rucker AM 1640,

Local Television and Radio Stations
ALL CLEAR SIGNAL
For Further Emergency Information



**REPEATING HIGH/LOW TONES ON THE POST SIREN SYSTEM
(SIMILAR TO EUROPEAN EMERGENCY VEHICLES)**



Fort Rucker
Siren Warning System
For :
Intruder Alerts
HAZMAT, Chemical,
Biological Warnings or
Antiterrorism Warnings

REPORT ALL SUSPICIOUS
ACTIVITY TO THE MP
DESK 255-2222



SIREN WARNING SIGNAL



LOUD WHOOPING TONES

(Tone goes from low pitch to high pitch, then repeats.)

IMMEDIATE ACTIONS REQUIRED:

- Lock all building entrances and exits.
- Verify identity of all personnel in building.
- Inspect interior of building for suspicious packages.
- Maintain observation over surrounding areas.
- Report suspicious persons or vehicles.
- Monitor channel 6 for further information.

ALL CLEAR SIGNAL

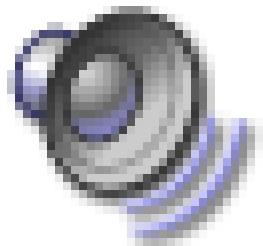


REPEATING HIGH/LOW TONES ON THE SIREN SYSTEM
(Similar to European emergency vehicles.)

Fort Rucker Warning Signals

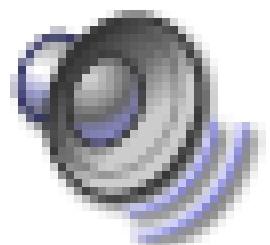
- For Intruder Alerts, HAZMAT, Chemical /Biological Warnings, or Antiterrorism Warnings, you will hear the tone at right.

- Double-click speaker to hear it>>>>>
 - Press 'Esc' (escape) button to **stop** the sound.



- For TORNADO, or severe weather you will hear the tone at right.

- Double-click speaker to hear it>>>>>>
 - Press 'Esc' (escape) button to **stop** the sound.



Fort Rucker All-Clear Signal

- When a weather or Anti-Terrorism/Force Protection (ATFP) event is over, the “ALL-CLEAR” signal will be given over the siren system. The all-clear signal is the **SAME** for both weather and AFP events.
 - Double-click speaker to hear it>>>>>
 - Press ‘Esc’ (escape) button to **stop** the sound.

